

WOODSMAN'S WEEKEND

Sponsored by the
Dartmouth Outing Club
Hanover, New Hampshire

LIST OF EVENTS AND RULES

Saturday:

EVENT I. (A) Felling: Each team may enter up to two men from the team of six, their names submitted in advance of the competition to the recorders for this division of Event I. At axe marks approximately 18 inches above the ground, the contestant(s) will chop through logs which have been placed vertically in the ground. If two men enter this section of Event I they have the option of chopping in relay or alternately. The logs must be allowed to fall freely without guidance from any entrant.

(B) Twitching: (log skidding) Each team will enter the four (or five) men who did not compete in "FELLING" in this division of Event I. As soon as the logs hit the ground (not before) the four (or five) men who have been standing by may secure the 30 feet of rope, which has been coiled down previous to the start of the event, to the log. Not until the team's log hits the ground may the rope be handled in any manner. When the rope has been made fast, the four (or five) men will skid the log a distance of 100 feet to a finish line suitably marked. Carrying of the logs is prohibited; they must be dragged by the rope to the finish line.

Timing for this event will run from the firing of the gun until the forward portion of the log has crossed the finish line.

EVENT II. Cross-cut Sawing: Before this event each team will place upon the horses the log which it used in Event I. The logs may be secured to the horses by the twitching rope. Each team will make three cuts at axe marks four feet apart on the skid logs, each entry of two men making one cut apiece and no entry making more than one cut. The first entry may cut at any of the three marks. Subsequent cuts may be made on either of the two remaining marks. Members of the team other than those actually cutting may not steady or brace the logs. More than one cross-cut saw may be used in this event.

Timing for this event will run from the firing of the gun until the last saw is through the last mark.

EVENT III. Pulp Throwing: This event consists of throwing 4 foot billets of seasoned pulpwood 16 feet, where, in order to qualify, they must land and stay between 2 stakes set 4 feet apart. Number 1 man will throw 3 billets, one at a time, his feet not crossing the line drawn between the stakes on any throw. Number 2 man, standing at the stakes 16 feet from number 1 man, will retrieve the 3 billets and throw them back toward the stakes at number 1 man's position. When the three billets have once again landed, number 3 man will similarly retrieve them, and will throw them to the number 4 man, and so on. All billets will be thrown by hand.

Timing for this event will be counted from the firing of the starter's gun until the 36th qualifying billet has landed. If, in the course of the relay, some billets fail to qualify, it will be necessary for that team to repeat in the relay order until the 36th qualifying billet lands.

EVENT IV. Buck Sawing: Each team will enter its six men in this event. Two cuts will be made on each of three of the 4 billets from event II. Number 1 man will make the first cut on one of the 4 foot pulp logs while number 2 man holds the log. Number 2 man will then make a second cut on the same log, while number 3 man holds. Number 4 man will then place the second log upon the horse, holding it while number three man makes the first cut upon it, and so on. (Number 1 man will hold the log for number six's cut.) LOGS SAWED IN THIS EVENT WILL BE USED IN THE SPLITTING EVENT.

Timing for this event will be from the firing of the starter's gun until the sixth cut has been completed.

EVENT V. Splitting: Each team will enter three men. They will each quarter split (each quarter being a cut the full length of the block) four pieces of wood from event IV. The second man will split after the first man has finished, the third man beginning after the second man has finished.

Timing for this event will be from the firing of the starter's gun until the third man has quarter-split his fourth piece of wood.

EVENT VI. Chopping: The men who have entered event V are not eligible for chopping. Each competitor will chop through one 10-inch log which has been properly secured prior to the event. The second man may not begin his cut until the first man is completely through and similarly the third man must not begin until the second man is finished.

Timing for this event will run from the firing of the starter's gun until the third man is completely through his log.

EVENT VII. Fire Building. A fifteen minute period will be allowed before the timing of this event starts for the obtaining of fuel. In this event each team will have three entries of two men each. Fuel, tinder, two matches, and a #10 can of soapy water will be allotted to each entry before the firing of the starter's gun. A forked stick and a straight green sapling to support the #10 can will have been set up at the location of each fire prior to the start of the event. Upon the starting signal contestants will work up their fuel in any desired manner and will build any type fire that they wish. As soon as the soapy water boils over, the second entry of each team will start its fire, and when the water of this entry boils over the third entry will begin its fire. No preparation other than the allocation of the above materials will be permitted prior to the starting signal. If more than two matches are needed to start a given fire, they may be obtained, one at a time, from a checker stationed at some distance from the fires. Such matches may be obtained only after the first two matches have been used in attempting to start a fire.

Timing of this event will run from the starter's gun until the third entry's water has boiled over.

EVENT VIII. Packboard Race (Relay): Numbers 1, 3, and 5 men will be at the starting line (which is also the finish). Numbers 2, 4, and 6 will be 100 yards distant. Number 1 man, upon the firing of the gun, will secure to the packboard a 50 lb. bag of sand, one blanket, and one frying pan. He will then run to the number 2 man, who will take the packboard and race to the number 3 man, etc., until the sixth man finishes at the starting line. All items must be secured to the packboard at all times: items dangling or fallen must be resecured to the packboard. No items are to be carried except on the packboard.

Timing of this event will run from the firing of the starter's gun until the sixth man has crossed the finish line.

EVENT IX. One-Man Portage Race: Each team will enter two men. From the starting line the number 1 man will put an empty packboard on his back and carry, the canoe to the water, launch it, put his pack in the bottom (packboard must be removed from the back before any paddling is done), and race to the turn buoy and return to the finish line. Number 2 man will do likewise in his turn. The use of two paddles is optional, but yokes may not be used. The team time for this event will be the total of the two individual times.

EVENT X. Two-man Canoe Race with Obstacles: Each team will have 2 entries of 2 men each and will race from starting buoys through various gates (similar to slalom) and return to the starting line. The team time will be the total of the two entry times.

EVENT XI. One-Man Canoe Race with Obstacles: Each team will enter the two men who did not compete in event X, who will race singly from the starting buoys, on the same course as event X, and return to the starting line. The team time will be the total of the two individual times.

Timing for Events IX, X, and XI in computing individual scores will be from the firing of the starter's gun until the entry has crossed the finish line. In each case, as noted, the team score will be the sum of the two individual scores.

Fly and Plug Casting: (General) Fly rods may not be over 9 feet long, but any type reel may be used. Line may not be heavier than a "C", hook no larger than a #6, leader no less than 6 feet, and no splice in the line less than 70 feet from the leader. Bait casting rods may not be longer than 5½ feet, but any reel (except spinning reels) and regular casting line may be used. However, plugs must not be more than one ounce in weight. In all casting events each contestant will be allowed only three false casts at the starting line: there will be no practicing at the starting line: If fly or plug touches the ground on any of the three false casts, the cast will be disqualified.

EVENT XII. (a) Bait Casting for Accuracy: Each team will enter three men who will each have three casts at targets four feet in diameter placed 40 feet, 50 feet, and 60 feet from the caster. There will be nine casts in all for each contestant.

(b) Bait Casting for Distance: Each team will enter the three men who did not compete in event XIIa. Each entrant will have three casts for distance, the longest of which will be counted. The team score will be the total of each of the three men's longest casts.

EVENT XIII. (a) Fly Casting for Accuracy: Each team will enter the three men who did not compete in event XIIa. Each entrant will have three casts at targets four feet in diameter placed at distances of 30 feet, 40 feet, and 50 feet from the caster. There will be nine casts in all for each contestant in this event.

(b) Fly Casting for Distance: Each team will enter the three men who competed in event XIIa. Each entrant will have as many casts for distance as he can make in three minutes, the longest of which will be counted. The team score will be the total of each of the three men's longest casts.

EVENT XIV. Four Man Canoe Race (Optional): If time permits, a four man canoe race may be run, but will not be counted as part of the competition. This event will be run much in the same manner as the two man canoe race (event X) with four men manning a given canoe instead of two.

CORRECTIONS AND ADDITIONS

1. The wood used for events I, II, IV, V, and VI will be poplar.
2. All equipment for competition will be supplied by the D.O.C. except axes, saws, packboards, and fly and bait casting rods. Each man is expected to use the axes and saws with which he has practiced, as well as the packboard and fish rods to which he is accustomed.
3. No limits are set for axe weights or styles, or saw lengths. Steel or wood frame saws are optional for the bucksawing event.
4. All races and events will be started by the firing of a gun.
5. SCORING. In each event the best time or score will receive 100 points. Other times and scores will be proportional to the best time or score. Possible perfect score for the entire meet will be 1400 points.
6. All contestants will check in at the information desk at the D.O.C. office in Robinson Hall upon arrival in Hanover. All competitors must be checked in by Friday night as competition will start promptly at 8:30 A.M. Saturday.
7. BIVOUAC. Teams will pitch camp in a designated area, cooking their own meals.
8. The winning team will receive a trophy cup which will have been engraved with the winning team's name and which that team will retain until the next annual competition. This cup is the gift of Ernest Quillian Brazel, Dartmouth '47.
9. The meet is expected to be over by noon, Sunday.
10. Events will not necessarily be run in the order listed in the rules.